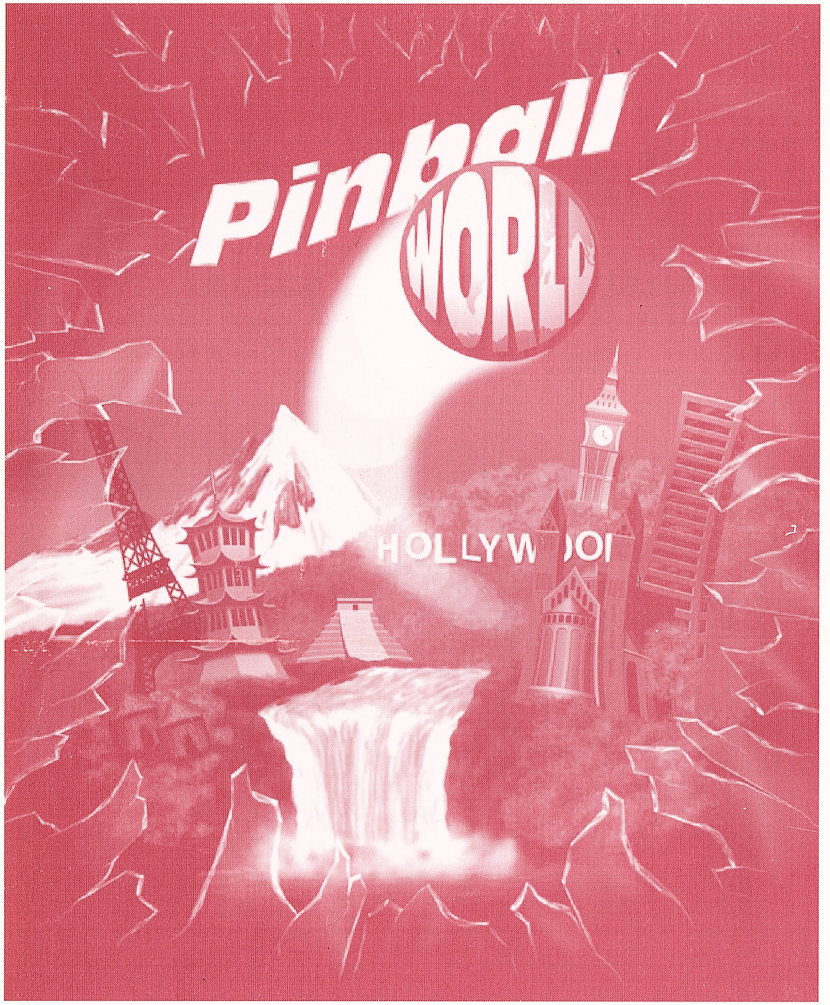
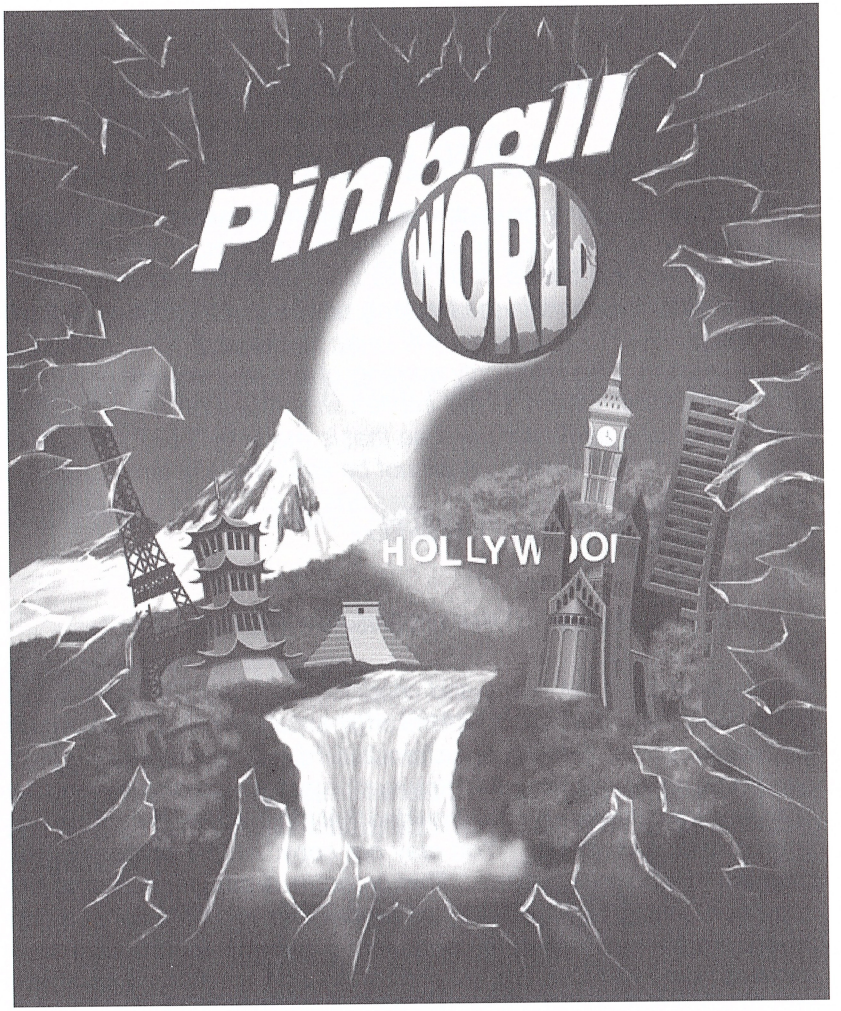


USER MANUAL



USER MANUAL

THE SMALL PRINT

LIMITED WARRANTY

21ST Century warrants the enclosed disk(s) and documentation on which this program is furnished to be free from defects in materials and workmanship for a period of 60 days from date of purchase. In the event of notification within the warranty period of defects in material or workmanship, 21ST Century will replace the defective disk(s) or documentation. This is the only warranty of any kind express or implied, including but not limited to the implied warranties of merchantability and fitness for a particular purpose that is made by 21ST Century on this product. 21ST Century shall not be liable for any direct, indirect, consequential, or incidental damages arising out of the use, the result of use or the inability to use this product.

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CREDITS

Pinball World was designed and written by Spidersoft, the original game concept and design are by Steve Marsden:

Programming	Dave De Pauw, Martin McKenzie and Dave Cooke
Graphics	Simon Britnell, Robin Taylor and Steve Alford
Manual	Barry Simpson and Simon Britnell
Production	Steve Marsden, Chris Jones, Barry Simpson and Stewart Gilray

Music and sound effects by Anthony Putson and DSMI sound player by Otto Chrons

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CUSTOMER SERVICE

If you have any problems with Pinball World and need help, our customer service department is open Monday through Friday 10.00 am to 4 pm Eastern Standard Time and can be contacted at 716-872-1200. Alternatively you may write to us at the following address:

21st Century Entertainment Inc.,
PO Box 415
Webster, NY 14580

or fax us at

716-872-1675

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SYSTEM REQUIREMENTS

Pinball World will run on any IBM or 100% compatible machine with the following specification or higher:

Processor:	80386SX 40Mhz, 80486 33 MHz recommended
MS-DOS:	Version 5.0
Hard disk:	5MB free space required
RAM:	550K free conventional memory required plus 4MB of EMS memory
CD-ROM drive:	Double or quad speed
Graphics:	512K VGA card required (a modern, fast 1MB SVGA card is recommended for optimum results)
Sound:	Most popular soundcards supported, including: Soundblaster, Soundblaster Pro, Soundblaster 16, Pro Audio Spectrum 16, Adlib, Ensoniq and Gravis Ultrasound.

GETTING STARTED

THE INSTALLATION PROGRAM

To install Pinball World from the CD-ROM, insert the disk into your CD-ROM drive and type

D: <ENTER>
INSTALL <ENTER>

If your CD-ROM drive is named anything other than D:, substitute the D: label above with the correct letter, e.g. E: or F: etc.

After starting the installation process, you will see a screen entitled "Pinball World CD Installation". Follow all on-screen instructions to select the hard disk drive and directory you wish to use. If you want to install the game to a directory that doesn't currently exist, the installation program will create the new directory automatically.

SELECTING A SOUND CARD

When running Pinball World for the first time the game's Sound Configuration program will be run before the game itself begins. Follow all on-screen instructions to either auto-detect your soundcard (recommended) or configure it manually, and then save the configuration

to hard disk.

If you change your soundcard at any time, it is easy to set up the game to use the new card. Change to the directory that you installed the game to (e.g. C:\21STCENT\PWORLD) and run the SETSND program.

Then use the program to configure your new card.

RUNNING FROM WINDOWS 95

Pinball World was not designed to run from Windows 95, but has given good results when tested with some configurations of this operating system. If you have Windows 95 installed, there are two options:

a) Run the game in MS-DOS mode. You will find complete instructions in your Windows 95 manual for setting up a program to run in MS-DOS mode. We provide here only a brief outline of those instructions for your convenience.

First install the game as described in this manual. In the Windows Explorer, find the program PWORLD.EXE and right click on it to display the options menu. Select 'Properties'. You will see a box with file tabs at the top. Select the tab labeled 'Program', click the 'Advanced' button. Check the 'MS-DOS Mode' box. Click 'OK' until you return to the Explorer. You will now see an MS-DOS shortcut icon. You may click this to start the game, or you may again select Properties and change the icon to suit your taste.

b) You may install the program to run in Windows 95 mode, but there will be disadvantages. You will not be able to hear all of the sound tracks; only the CD music will play.

If you want to install for Windows 95 operation, the game must first be installed from MS-DOS. Follow this procedure:

Select Shut Down from the StartMenu

Select Restart in MS-DOS mode

After restarting, access the CD-ROM drive by typing D: and pressing ENTER. If your machine uses a different letter for the CD-ROM drive, replace the D with the correct letter for your system, then type: INSTALL

Install as per the instructions in this manual, use the default directory for the installation. The default directory is: 21STCENT/PWORLD

After installation is complete, return to Windows 95.

If you do not already have one, create a folder called Games in the /Windows/StartMenu program area.

Copy the PWORLD.BAT from the 21STCENT/PWORLD folder into the Games folder.

Explore the CD-ROM drive. There is a file called: PWORLD.PIF on the Pinball World CD-ROM.

Copy the file PWORLD.PIF into the Games folder.

In your StartMenu you should see a 'Games' folder. Clicking on either PWORLD icon will start the program.

GAME PLAY

DESCRIPTION OF THE GAME

Pinball World is much more than a pinball simulation. It is a pinball challenge. There are 10 main tables and 10 bonus tables. One of the main tables with its bonus table is 'hidden', and will only be discovered if you complete all of the other tables. Each main table has a theme from a geographic area and the bonus table themes are linked to the main table. For example, the United Kingdom table has bonus tables based on Loch Ness and Big Ben.

Each table has all of the features that you have come to expect in a computer pinball simulation - and then some. There are lights, ball traps, ramps, tunnels and mushroom bumpers galore. But there are also some new tricks. Take a look at the Arctic table and play around for a while. You can enable a special magnetic effect that throws the ball around unexpectedly. Look out for these special tricks that have been included, they all obey the laws of physics, but they are not usually found on a pinball table.

When you access a table, there are certain features that are locked, and your task is to unlock them. After you have unlocked a feature you can use it for a special purpose. In some instances a feature will allow you to access a bonus table. In other cases the feature will allow you to progress to the next table. For example, in the Africa table there are PAW pads. If you hit all three pads with the ball, one of the lights in the word 'AFRICA' will light. If you light all six lights in this way, the table exits will open enabling you to go to the next table.

When travelling between tables you will be challenged by the sub-game, or game that you must play between tables.

GOAL OF THE GAME

The object of Pinball World is to travel around the globe and visit as many of its countries and locations as possible with an overall aim of reaching a secret destination...

In each area of the World, your task is to "tour" around them in order to try and discover their many rewarding secrets and unlock their exits to other destinations. Once you have discovered how to leave a country or location you will have to take control of many different forms of transport (depending on where you are in the World and where you

want to go) to be able to reach your next destination or ultimately head into the unknown!

If you are lucky, you may also find ways to the bonus tables, where surprises and high scores galore are waiting to be found!

RUNNING THE GAME

Once the game has been successfully installed, you will be placed back at the DOS prompt but in the path for your CD-ROM drive (i.e. D:). To run the game, type:

C:	<RETURN>
CD\21STCENT	<RETURN>
PWORLD	<RETURN>

NOTE. If you installed the game to a drive other than C:, replace the "C:" text above with your selected drive, i.e. D:, E: etc. Also, if you opted to install the game to a directory other than \21STCENT, please replace the "\21STCENT" text shown above with your chosen directory name.

CONTROLS AND PLAYING THE GAME

To play Pinball World, you need only master the following simple controls:

Key	Action
Left <SHIFT>	Flip any left flipper/Steer any controllable vehicle to the left/Cycle certain light sets clockwise (see note below)
Right <SHIFT>	Flip any right flipper/Steer any controllable vehicle to the right/Cycle certain light sets clockwise
<SPACE BAR>	Nudge a table/Move any controllable vehicle forwards
<CURSOR DOWN>	Move any controllable vehicle backwards
<P>	Pause the game (any key un-pauses)
TAB	Switch between lo-res and hi-res modes

NOTE. Some sets of target lights on various tables can be cycled with the flipper keys. That is, the lit lights can be moved into unlit positions. This is useful if you find that you can easily hit only one of the targets in a set. By cycling the lights to light up the easy target you can more easily complete the set.

SAVING A GAME

You can save a game while playing a main table by pressing the S key at any time. At the bottom of the screen you will see a menu that allows you to enter a file name for the saved game. After you have entered the file name, game play can continue or you can quit. Saved games can be reloaded when starting the program by selecting 'Load a Saved Game' from the Options menu.

GENERAL INFORMATION

The JACKPOT is a collective SCORE BONUS which is built up by all players during a game. It is reset to zero after being awarded.

Remember - a flashing light is often a hint as to where you can pick up big scores and bonuses.

Avoid the red light ball-traps at all costs, as these will lose you a ball when their counters reach zero!

THE TABLES

There are 10 main tables. Each table has a geographic theme. For example The South America table is themed from the Amazon basin and many of the table features are based on that geography. During game play you can complete a special feature on many of the tables to access bonus tables. See the detailed table description in this manual for information on how to access each bonus table. The bonus tables are generally simpler than the main tables and can enable you to score many points. The longer you stay in the bonus table the more points you will score.

One of the main tables is not listed in the index and cannot be accessed from the SELECT table. This hidden table can only be accessed after you have completed all of the other tables in any sequence. When you complete the last of the listed tables you will begin a hidden sub-game that will take you to the last bonus table. When you complete the final bonus table you will see a special sequence that completes the game.

SUB GAMES

When you solve a particular table there will be a separate game that carries you from that table to the next. These games are called 'sub-games'. Each sub-game is different. The sub-games fall into two categories, automatic and playable.

Playable sub-games require you to solve another problem in order to progress to the next pinball table. If you do not solve the problem, you may be placed back in the table that you started from - you may even lose a ball.

HIGH SCORES

You can only record a high score when you actually complete the game. In order to complete the game you must 'solve' each main table and the 'secret' table. After solving the secret table you will go to the final bonus table followed by a finish sequence. If you have achieved a high score you will be asked to enter your name for the high score table. You may enter three letters as your “name”.

GAME OVER

The game will be deemed “over” when you lose the last of your 3 balls. You can lose a ball in a number of different ways:

1. Your score may be reduced to zero by the red light ball traps.
2. If you do not complete a transition sequence (one of the travelling from location to location sub-games) within the given time.
3. If you finish the Indy car sub-game in last place.

TROUBLESHOOTING

IMPORTANT

Some of the items below may require changes to your system or software setup. Before you make any of these changes we recommend that you review your system manuals to make sure that the changes will not create problems for other software, result in loss of information or other problems. Modifying your system or software setup can create problems and we will not be able to help you with them.

1. RUNNING FROM WINDOWS 95

Please see the special instructions for Windows 95 in the GETTING STARTED section of this manual.

2. RUNNING FROM WINDOWS 3.1

Pinball World is not designed to run from within Windows 3.1. The Windows operating shell inserts a layer of software between programs and certain hardware components of your PC. Pinball World needs direct access to these components in order to operate as designed. If you try to run from within Windows, the game may run very slowly or even lock up.

3. HOW DO I KNOW IF I AM STILL IN WINDOWS 3.1?

You may not know that Windows 3.1 is running. You can run MS-DOS programs from within Windows by clicking on the MS-DOS icon. This opens an MS-DOS window that may occupy all of your screen, but you are still running Windows. The way to find out if Windows is still running is to type EXIT at the MS-DOS prompt. If typing EXIT at the MS-DOS prompt returns you to Windows, then Windows was running in the background and may interfere with the running of Pinball World.

In order to exit from Windows 3.1 you must go to the File menu of the Program Manager window and select the “Exit Windows...” command. A small window will appear with the message “This will end your Windows session”. Select “OK” and you will exit Windows.

4. I GET A MESSAGE SAYING THAT THERE IS NOT ENOUGH MEMORY

If you see this message you may not have enough free memory to run Pinball World. Even though your system has 4MB or 8MB of memory, programs need to be loaded in the first 640KB of memory. This memory

is used by MS-DOS and various software drivers such as the mouse driver. The Pinball World tables need about 550KB of this memory to be available.

You can check your free memory in MS-DOS by typing MEM at the command line. The amount of free memory is reported as "Largest executable program size". If you do not have 550KB you may need to use a system utility to increase the available memory. Later versions of MS-DOS include a program called MEMMAKER that can do this for you. Remember that this is a software setup program and will change your system settings. Refer to your MS-DOS manual for more information. In order to run this program type MEMMAKER at the command line and follow the on-screen instructions.

If you are using MS-DOS 5.0 or earlier, you will not have access to the MEMMAKER command. In this case, you may need to create a boot disk. This disk should load only those drivers necessary for your CD-ROM drive. If you are not familiar with DOS, you should call 21ST Century for help when creating your boot disk.

5. SPECIAL MEMORY MANAGERS - QEMM AND NETROOM

Pinball World may not be compatible with certain versions of third party memory management programs such as those supplied by Quarterdeck (QEMM series) and Netroom (Cloaker series). If you experience difficulties when running Pinball World and you have also run one of these memory managers, we recommend that you use a boot disk and try again.

6. THE PC CRASHES, THE SCREEN GOES BLANK OR SOUND IS INTERMITTENT

When Pinball World is being installed it looks for your soundcards and asks you to confirm the card and settings. You may have selected the wrong settings and this could be causing the problem.

The soundcard settings may be changed at any time by accessing the PWORLD directory and running SETSND.

There are two common problems:

a) Wrong soundcard selection

Many soundcards are Sound Blaster compatible, but not all soundcards that claim compatibility are 100% compatible. You may resolve this

problem by changing to the AdLib driver which is more commonly 100% compatible.

Not all 16 bit soundcards are compatible with the Sound Blaster 16 driver. If you have problems when selecting this driver, change to the basic Sound Blaster driver or to the AdLib driver.

b) Incorrect configuration detected for your soundcard

Each soundcard manufacturer has recommendations for setting up their card. We have used these recommendations as default settings for our sound drivers. When a computer supplier puts together a system that includes a soundcard, they do not always follow the soundcard manufacturer settings. For example, the default interrupt request (IRQ) for the Sound Blaster is 7, but many computer systems are shipped with Sound Blaster compatible cards on interrupt 5. You should refer to the documentation from the soundcard manufacturer and/or the computer system supplier to find the following information:

Interrupt Request (IRQ)

Base Port Address

DMA channel

You can often confirm this information using the MS-DOS command SET. If you are using a Sound Blaster or compatible card, the SET command should display a BLASTER = line similar to this:

BLASTER = A220 I5 D1 T4

In the above example, 220 is the Base Port Address, 5 is the IRQ and 1 is the DMA channel.

If the game is locking up your system, then it is likely that the sound card's DMA setting is incorrect. Rerun the SETSND program and through trial and error select the other available DMA settings one at a time and try running the game with them.

If the game runs but there is no sound playing, this may be caused by an incorrect soundcard base port address. The sound will not play because the game doesn't know where to find the soundcard in the machine. Try using the other settings and rerunning the game to see if this solves the problem.

Lastly, if you find that the in-game sound suddenly stops and does not

recover, then the problem is likely to be an incorrect soundcard IRQ setting. Again, rerun the SETSND program and through trial and error try running the game using some of the other settings available. If your initial IRQ setting was 7, try a setting of 5 before trying any of the others.

7. I GET STATIC THROUGH MY SOUNDCARD WHEN PLAYING

If you have a Sound Blaster or Sound Blaster Pro card, run SBP-MIX or a similar program (in your SB or SBPRO directory) and turn down the Line and Mic volumes to zero. If you have a compatible card, refer to your documentation for details of how to lower the Line volume.

If you still hear static, you may need to disconnect parallel port peripheral devices such as printers. The parallel ports often use the same interrupts as the sound cards resulting in some conflicts.

8. I GET NO SOUND ON MY PACKARD BELL COMPUTER

Many Packard Bell systems are shipped with Sound Blaster compatible soundcards set at interrupt 5 rather than the recommended default interrupt 7. Run SETSND, select Soundblaster Pro at Base Port 220, DMA 1 and IRQ 5.

9. PINBALL WORLD RUNS VERY SLOWLY OR LOCKS UP

First check that you are not running the game from Windows, see item 2 above. If you are sure that you are running from MS-DOS without Windows, you may need to change the speed setting on your computer. Many computer systems have two speed settings, NORMAL and TURBO. There is often a TURBO switch on the front of the machine, make sure that this is ON.

In other systems there is an option in the CMOS setup for switching the speed of the PC from the keyboard. This is the "Turbo Switch" or "Turbo Switching" option. Remember that this is a system setting and may affect other parts of your system. Refer to your manuals before making any changes.

If you are running sound in the game and have a lower specification machine (486SX 33MHz or below) you may find that the game runs slowly if you have specified the maximum sound quality setting, or one above the recommended setting. Try reducing the quality level to fix the problem.

10. MY SCREEN SEEMS TO 'STUTTER' OR DOES NOT SCROLL SMOOTHLY

You may find that when playing the game it will slow down in odd places. This may be caused by your machine not really having the power to do what you are asking of it.

If you are running sound in the game and have a lower specification machine (486 33MHz or below) you may find that the game runs slowly if you have specified the maximum sound quality setting, or one above the recommended setting. Try reducing the selected sound quality level.

Pinball World may run slowly on some PCs (including faster PC's) if the machine has an older VGA card.

11. MY SCREEN SMEARS WHENEVER I RUN THIS PROGRAM

This is normal if you are using a laptop computer with a grayscale screen, or a passive matrix screen. The LCD drivers for these screens cannot keep up with the rapid movement of the game. You will need a laptop with either a dual scan screen or an active matrix screen.

12. SOUND COMES AND GOES IN WINDOWS 95

Pinball World was not designed to run from Windows 95. The installation instructions do tell you how to set up the program for Windows 95, if you chose the second option, with a PIF file, only CD sound tracks can be played. If you want to hear all of the sounds, you must reinstall the game to run in MS-DOS mode.

13. IF YOU ARE UNABLE TO RESOLVE YOUR PROBLEM ....

Call 21ST Century's Technical Support at 716-872-1200. If possible, be near your computer when you call. Please be ready with information about your system setup and configuration.

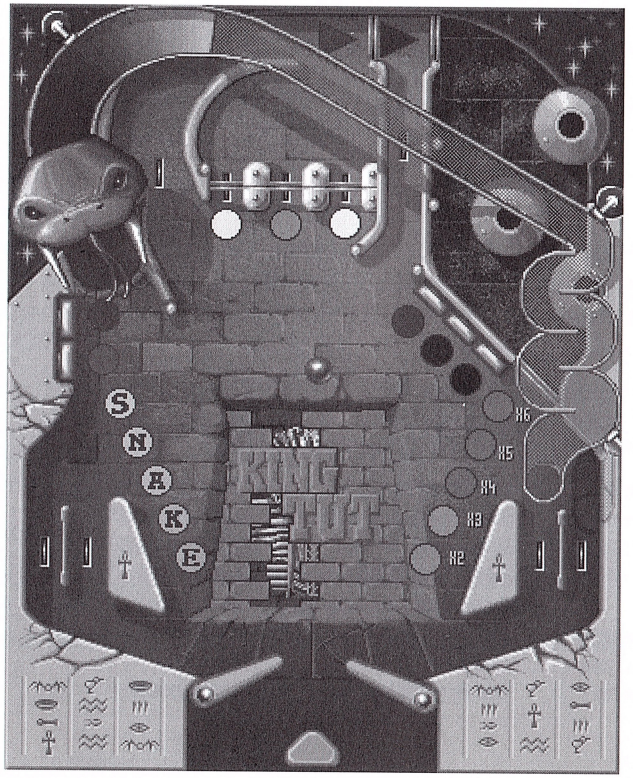
THE TABLES

THE SELECT TABLE

The select table is always the first table that will appear when you start the game. Shoot the ball at a destination target of your choice and let the ball fall out of the table to start your tour of the World! The length of time that you spend in this table is entirely up to you, but remember that each target you hit will award you with 10,000 points.

AFRICA

Enter the land of the Pharaohs where dark secrets lie deep within the great pyramid waiting to be discovered, but look out for the diamond mines which are not so rewarding...



THE KING TUT BONUS TABLE

Quick Instructions:

1. Light AFRICA to open the exits.
2. Light SPHINX to open the Egypt bonus table.
3. Spin the carat spinner to increase the carat bumper value.
4. Light NILE to collect big bonus scores.

Feature list:

Feature	Method	Result	Points
PAW touchpads	Hit all 3 pads	Lights an AFRICA letter	1K
Spell AFRICA	Hit all 3 paw pads 6 times	Lights AFRICA and opens exits	10K
SPHINX	Exit pyramid via lit gate	Lights a SPHINX letter	1K
Spell SPHINX	Exit pyramid via lit gate 6 times	Lights SPHINX	10K
Egypt bonus table	Spell SPHINX, shoot flashing ball trap	Enter bonus table	
NILE	Go up/down Nile passage	Lights a NILE letter	1K
Spell NILE	Go up/down Nile passage 4 times	Lights NILE	10K
Carat spinner	Spins and stops at 9/18/22/24 CT	Sets Gold Mine nugget bonus	
Gold Mine Bonus	Hit CT nugget in Gold Mine platform	Collect carat bonus	90-240
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K
Diamond Mine	Enter diamond mine traps	Counter deducted	

AUSTRALIA

Travel "down under" to explore the vast plains of the mysterious aboriginal outback, the beauty and danger in the depths of the Great Barrier Reef and the 20th Century marvels of Sydney harbor. Don't forget your boomerang!

Quick Instructions:

1. Light BOOMERANG to open the exits.

Feature	Method	Result	Points
Spinning Boomerang	Hit the Boomerang	Lights a BOOMERANG letter	
Spell BOOMERANG	Hit the Boomerang 9 times	Lights BOOMERANG, opens exits	10K
REEF	Roll ball over REEF lights	Awards points	500
Spell REEF	Roll ball over all 4 REEF lights	Shoots ball into BOOMERANG	5K
KOALA bumpers	Hit bumpers	Awards points	30
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K
Red light ball trap	Enter any red light trap	Counter deducted	

FAR EAST

Enter the land of the rising sun, a land of intrigue, honor and tranquillity. Marvel at the beauty of the mountain ranges and lakes, the color and splendor of the Chinese Dragon or stand in awe of the Great Wall itself...and for the more adventurous of you, visit the Dojo to try your hand at traditional martial arts!

Quick Instructions:

1. Light FAR EAST to open the exits.
2. Light DOJO to open the KARATE bonus table.
3. Spin the Yin-Yang to increase the bonus multiplier.

Feature	Method	Result	Points
FAR EAST	Exit raised platform via right-hand rail	Lights a FAR EAST letter	1K
Spell FAR EAST	Exit platform via right-hand rail 7 times	Lights FAR EAST and opens exits	10K
DOJO	Exit raised platform via left-hand rail	Lights a DOJO letter	1K
Spell DOJO	Exit platform via left-hand rail 4 times	Lights DOJO	
Karate bonus table	Spell DOJO, shoot flashing ball-trap	Enter bonus table	10K
Parasol bumpers	Hit bumpers	Flashes and awards points	30
Upper bumpers	Hit upper bumpers	Flashes and awards points	30
Yin Yang	Hit Yin Yang	Awards points	30
Yin Yang	Shoot yellow switches to spin	Advances bonus multiplier value	1K
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K
Red light ball trap	Enter any red light trap	Counter deducted	

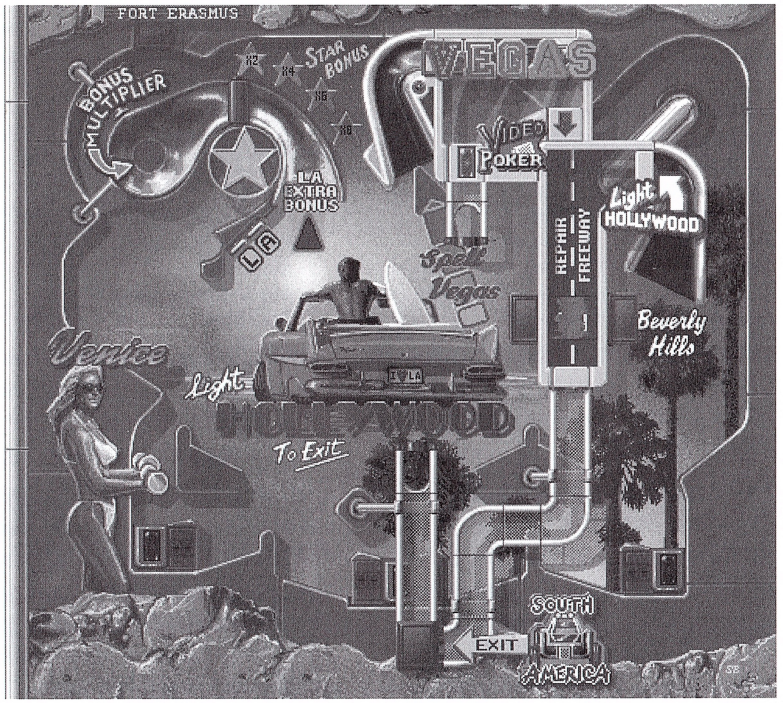
HOLLYWOOD

Hollywood - the playground of the rich and famous. Now's your chance to live the "high life" by spending your time on the glorious Venice Beach with the surfers and babes, or take your chances in the gambling mecca of the World - Las Vegas!

Quick Instructions:

1. Light HOLLYWOOD to repair the freeway and open the exits.
2. Light VEGAS to open the VEGAS bonus table.
3. Shoot the golden chute to increase the star mushroom value.

Feature	Method	Result	Points
HOLLYWOOD	Shoot REPAIR FREEWAY platform	Lights a HOLLYWOOD letter	1K
Spell HOLLYWOOD	Shoot REPAIR FREEWAY platform 9x	Lights HOLLYWOOD, opens exits	10K
VEGAS	Exit raised platform via left-hand rail	Lights a VEGAS letter	1K
Spell VEGAS	Exit platform via left-hand rail 5 times	Lights VEGAS	
Vegas bonus table	Spell VEGAS, shoot flashing ball-trap	Enter bonus table	10K
Star bonus bumpers	Hit mushrooms	Collect bonus	30
Star bonus multiplier	Shoot golden chute	Advance star mushroom value	100
Star bonus bumpers	Hit mushrooms	When advanced	1-800
LA extra bonus	Shoot LA touchpads	Spell LA	20
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K
Red light ball trap	Enter any red light trap	Counter deducted	



THE HOLLYWOOD TABLE

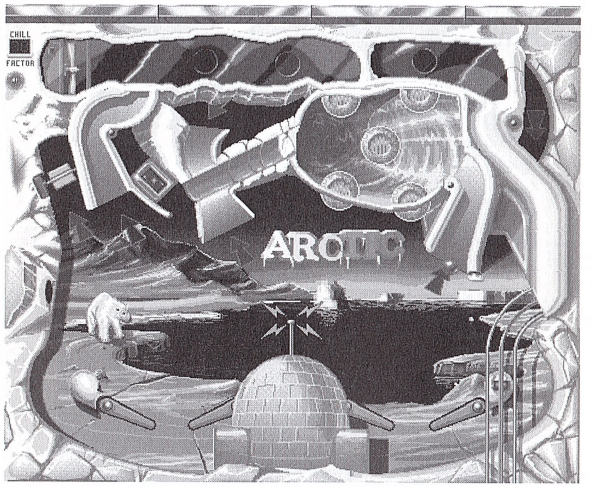
ARCTIC

You've reached the top of the World - the North Pole - where strange natural magnetic effects will try to disrupt your progress! Locate the glacier and make your way to its end before the subzero temperatures

bring an icy end to your travels...

Quick Instructions:

1. Light ARCTIC to open the exits.
2. Light POLAR to open the POLAR table.
3. Shoot the spark target to enable the magnetic effects.
4. Shoot the wind chill spinner to increase the wind speed.



THE ARCTIC TABLE

Feature	Method	Result	Points
Wind Chill	Shoot spinner in left-hand passage	Increases Wind Chill factor	1K
ARCTIC	Shoot Wind Chill spinner repeatedly	ARCTIC letter lit each 18 degs	1K
Spell ARCTIC	Advance Wind Chill to 99 degrees	Lights ARCTIC and opens exits	10K
POLAR	Shoot POLAR target	Lights a POLAR letter	1K
Spell POLAR	Shoot POLAR target 5 times	Lights POLAR	
Polar bonus table	Light POLAR, shoot flashing ball-trap	Enter bonus table	10K
Ski Jump	Jump ball clean over	Collect points	1K
Magnetic effect	Hit spark touchpad	10 seconds of magnetic effects	100
Magnetic bumper	Shoot ball into raised area	Collect points	30
Igloo ball returns	Enter the igloo	Counter deducted	
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K

SOUTH AMERICA

Make your way through dense undergrowth and past dangerous wildlife to locate the lost temples of the Amazon! Search the caves, ride the whirlpools and dodge the traps that lie in your path to discover the riches that await the brave!

Quick Instructions:

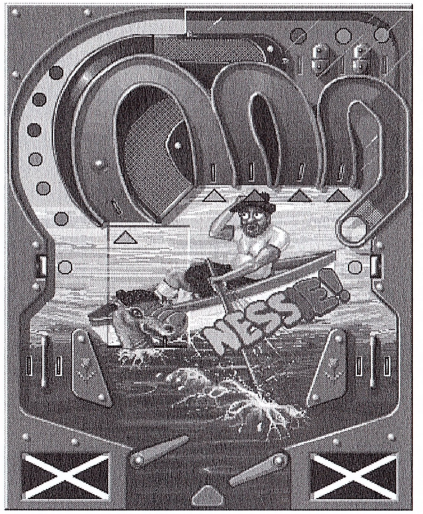
1. Light AMAZON to open the exits.
2. Shoot the Stone ramp to raise the stone bumpers.

Feature	Method	Result	Points
PAW touchpads	Hit all 3 PAW touchpads	Lights an AMAZON letter	1K
Spell AMAZON	Hit PAW pads 6 times	Lights AMAZON and opens exits	10K
Secret passage	Hit left pad, enter flashing ball-trap	Collect points	1K
Bonus stones	Shoot raised platform/hit a stone	Collect points	130K
Setup booby trap	Shoot touchpad next to Snake	Enables the Rolling Ball	30
Ball booby-trap	Shoot cracked pathway	Collect points	30 each hit
Alligator	Shoot ball into mouth	Counter deducted	
Snake	Shoot ball into lower-right ball-trap	Counter deducted	
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K

THE SOUTH AMERICA TABLE

UNITED KINGDOM

Welcome to Britain, a land with a wealth of history, myth and legend. Make your way through towns, cities and countryside of outstanding natural beauty in order to complete a round trip of this island's most important historical locations, and for the more inquisitive, a chance to search for an age-old myth can be taken...



THE NESSIE BONUS TABLE

Quick Instructions:

1. Light UK TOUR to open the exits.
2. Light NESSIE to open the NESSIE bonus table.
3. Light BELL to open the BIG BEN bonus table.

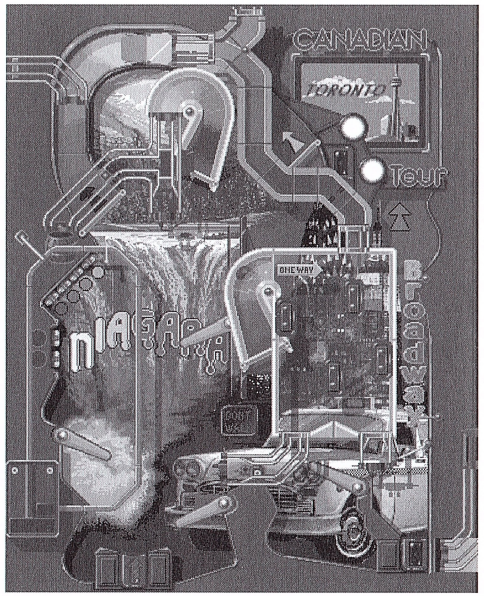
Feature	Method	Result	Points
UK	Exit raised area via lower rails	Light either U or K	10 each
Tour destinations	Advance when U and K are lit	TV display shows next stop	1K
Complete Tour	Light all roadway sections	Opens exits	10K
Spell NESSIE	Repeatedly hit pad on Nessie platform	Lights a NESSIE letter	1K
Nessie bonus table	Enter flashing ball-trap	Enter bonus table	10K
Target bonus	Hit "shoot" touchpad to freeze color band	Collect target bonus	5/2/1K
Spell BIG BEN	Hit bell target	Lights a bell light	1K
Big Ben bonus table	Light bell and shoot flashing ball-trap	Enter bonus table	10K
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K
Red light ball trap	Enter any red light trap	Counter deducted	

NEW YORK

Take a bite out of the "Big Apple" - but don't bite off more than you can chew! Take the easy route around this urban jungle by taxi to see the many sights, or for the more daring, travel out to the great Niagara Falls and attempt to survive a dive over them in a wooden barrel!

Quick Instructions:
1. Light NIAGARA to open the exits.
2. Light BROADWAY to open the BIG APPLE bonus table.
3. Light CANADA to open the TIMBER bonus table.

Feature	Method	Result	Points
NIAGARA	Shoot ball into barrel	Lights a NIAGARA letter	1K
Spell NIAGARA	Shoot ball into barrel 6 times	Lights NIAGARA, open exits	10K
BROADWAY	Exit BROADWAY by lit green arrow	Lights a BROADWAY letter	1K
Big Apple bonus table	Spell BROADWAY, shoot flashing ball-trap	Enter bonus table	10K
Spell CANADA	Exit raised platform via any rail	Lights a CANADA letter	1K
Timber bonus table	Spell CANADA, shoot flashing ball-trap	Enter bonus table	10K
Canadian tour	Enter the seesaw area	Advances TV tour destinations	1K
Walk sign	Shoot when lit	Collect bonus	1K
Extra Bonus Arrows	Shoot when lit	Collect Bonus	1K
Red light ball trap	Enter any red light trap	Counter deducted	



THE NEW YORK TABLE

GERMANY

Race around the autobahns of Germany, take it easy with a cool beer or a visit to one of the many picturesque castles set high up in the hills, or fight for freedom by helping to break down the Berlin Wall!

Quick Instructions:

1. Light GERMANY to open the exits.
2. Shoot the autobahn the fastest to gain maximum points.
3. Break through the wall to open the FAST CAR sub-game.

Feature	Method	Result	Points
GERMANY	Shoot ramp, exit via appropriate rail	Lights a GERMANY letter	1K
Spell GERMANY	Shoot ramp and exit rail 7 times	Lights GERMANY, opens exit	10K
Wall	Enter raised area, knock down wall	Opens exit to Fast Car	1K per brick
Wall area	Enter upper right hand ramp, exit	Opens wall area	100
Autobahn	Shoot fast for max score	Collect bonus	kph x10
Mushroom bumpers	Hit bumpers	Collect bonus points	30 per hit
Extra Bonus Arrows	Shoot when lit	Collect bonus	kph x100
Red light ball trap	Enter any red light trap	Counter deducted	

THE SUB GAMES

When you successfully complete a table there is a sub game that will take you to the next table in the sequence. There are two categories of sub-game, automatic and playable. An automatic sub-game takes you from one table to the next with no need for you to intervene. The playable sub-games require that you take action in order to ensure that you get to the next table.

The sub-games are as follows:

Sub-Game	*Connections*
*Baja	South America to and from Hollywood
* Wagon Train	New York to Hollywood
Skidoo	New York to Arctic
*Channel Tunnel	UK to and from Germany
Plane	Far East to and from Australia
	Africa to and from Australia
*Indy Car	Germany to and from Far East
Locomotive	Germany to and from Africa
*Ship	South America to and from New York
	New York to and from UK
*Submarine	Arctic to and from UK

* Denotes playable sub-game

PLAYABLE SUB-GAMES

The playable sub-games are as follows:

Sub-Game	*Method of Play*
Baja	Drive the dune buggy around the desert maze to find the exit before time runs out. If you don't find the exit in time you are placed back in the main table that you came from, and you lose a ball.
Wagon Train	The wagon train moves along a track until it draws up near a building. A cowboy appears and you must play a 2 card higher or lower game - if you guess correctly the cowboy retreats and the wagon train advances to the next building - if you lose, the cowboy shoots at you and you go back to the previous building. If you get forced back to the start you are placed back in the table from which you came.
Channel Tunnel	You are faced with a network of clear tubes. There are junction boxes at the points where the tubes meet. The junction boxes have arrows indicating the various exits. The ball moves of its own accord and your aim is to guide the ball out of the correct junction box exits so that it passes through the network and on to the next table. There are dead ends in the network - if you run into a dead end you will be returned to the table that you started from and you lose a ball.
Indy Car	This is a top-down car racing game. You must take control of the red car and race the other cars and finish first or second over two laps in order to progress to the next main table. If you finish third you will have to restart the race. If you finish last you will be returned to the original table and lose a ball.
Ship	This is a race against the clock. You must take control of your ship and search the Atlantic ocean for a destination before the timer runs out. If you don't make it to another destination you will be placed back in the original table and lose a ball.
Submarine	Similar to the ship game, but you search for land by crossing the North Sea.